











EYE OF THE NEEDLE

TEF1 #1







★ SOVIET Sets Up First	1	2	3	4	5	6
✚ GERMAN Moves First						

✚ Elements of 2nd Battalion, "Der Führer" Regiment, 2nd SS Panzer Division "Das Reich" enter along the west edge on turn one:

 E 5-4-8	 9-1	 8-0	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1	 FP: 12 Rng: 4	 MP: 15 MA: 75LL MG: 3/1-1	 G27	 Flak Pz IV/20	 G86
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6 2








Enter along the west edge on turn two:

 E 5-4-8	 8-1	 FP: 3 Rng: 8 ROF: 1	 FP: 12 Rng: 4	 SPW 251/1	 G63
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4 4



[ELR: 5]
{SAN: 2}

★ Elements of 5th Guards Tank Corps set up anywhere east of hexrow DD:

 E 4-5-8	 8-1	 8-0	 FP: 6 Rng: 12 ROF: 3	 FP: 2 Rng: 6 ROF: 1	 FP: 1 Rng: 12	 ATR
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7 2

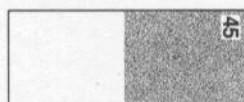
Enter along the east edge on turn one:

 T-34/85	 R18
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2

[ELR: 4]
{SAN: 4}

BOARD LAYOUT:



(only hexrows R-GG are playable)



HANDICAPPING PROVISIONS:

- ★ Add one MMG to the Soviet at-start OB.
- ✚ Add an 8-1 leader to the German turn one units.
- ↔ Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. EC are moist with no wind at start. Night Rules are in effect; Base NVR is 2 hexes; there are scattered clouds and no moon. Kindling is NA.
2. Place overlay X11 on 45S1-45R1. Before all set up, make a dr for each orchard hex adjacent to a building hex. On a dr of '1' a stone rubble counter will be placed in the hex.
3. All Germans are SS and are assumed to have underlined morale.
4. Place a stone rubble and a Blaze counter in hexes 45BB8 and 45AA3.
5. All woods are stone rubble. All buildings are stone.
6. Voluntary abandonment of mobile AFVs is NA.

Note: If you do not own board 45, use board 20 instead (including overlay X11 on 20S1-20R1) and the remainder of SRs #2 and #4.

OBJECTIVES: The Germans must exit ≥ 40 VP off the east edge by Game End.

VIENNA, AUSTRIA, 8 April 1945: After the failure of the last-ditch German Operation "Spring Awakening" in Hungary, the Soviets relentlessly pushed westward towards Austria in the spring of 1945. By April 4, the 3rd Ukrainian Front had surrounded Vienna on three sides, and the 2nd Ukrainian front was driving from the north-east to complete the encirclement. The 2nd SS Panzer Division "Das Reich" had the responsibility of helping defend the city, and holding the bridges over the Danube which provided the only means of escape for the German units. Based initially in the southeast part of the city, the division received orders to pull back to the Danube Canal on April 4th. The 2nd Battalion of the Der Führer regiment, however, did not get those orders until late at night. By that time, the corridor used to escape through the center of the city was closing rapidly, until it was as small as an "eye of a needle". The battalion broke into small parts, and, protected by small groups of tanks and flak vehicles, fought through the city to get to the canal. With burning buildings lighting their way, the battalion made it to their new positions along the canal after destroying a number of enemy tanks, but not without sustaining severe casualties.



THE LAST WALTZ

TEF1 #2

GERMAN Sets Up First	1	2	3	4	5	6
SOVIET Moves First						

Elements of Panzergrenadier Regiment "Der Führer", 2nd SS Panzer Division and elements of 2nd SS Panzer Regiment set up in hexes numbered ≤ 8 :

E 5-4-8 6	E 2-3-8 6	9-1 6	8-1 6	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	7 morale 6	Pz IVH G24 MP: 13 MA: 75L MG: 3/5
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[ELR: 5]
{SAN: 3}

Elements of 1st Guards Mech. Corps, 3rd Ukrainian Front enter along the south edge on/after turn one:

E 6-2-8 2	E 4-5-8 9	9-2 2	8-0 2	7-0 2	FP: 2 Rng: 6 ROF: 1 B#: 11 MMG	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 PP: 1 FT	M4/76(a) R19 MP: 14 MA: 76L MG: 2/4/4 ROF: 1
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[ELR: 4]
{SAN: 5}

HANDICAPPING PROVISIONS:

- Exchange the 8-1 leader for a 9-2.
- In the Objectives, change "at least 24 VP" to "at least 21 VP".
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



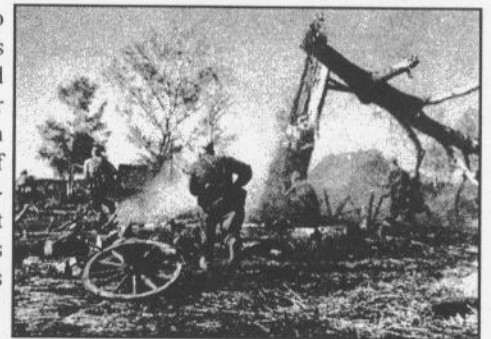
(only hexrows A-P are playable)



SCENARIO RULES:

1. EC are moist, with no wind at start. Kindling is NA.
2. Place overlays as follows: X16 on K5-J5; X7 on K10; X14 on I9-H9; and X12 on F7-G8.
3. All wooden building hexes are treated as ground level (only) stone rubble. Stone rubble counters may be placed as a reminder.
4. All Germans are SS and are assumed to have underlined morale.
5. The Germans may use sewer movement and may utilize HIP for one HS and any SW/SMC stacked in the same Location with it.
6. Voluntary abandonment of mobile AFVs is NA.
7. Both sides may use H-t-H CC. The Soviet 6-2-8 squads/HS are Assault Engineers (H1.22).

VIENNA, AUSTRIA, 11 April 1945: After the northeasterly retreat of the 2nd SS Panzer Division to the Danube Canal, the troops dug in and waited for the inevitable onslaught of the Soviet forces towards the Danube bridges. Although continual artillery bombardment was taking its toll, the grenadiers held off attacks during the night of the 10th. On the 11th, the Germans still held a relatively large perimeter from the Floridsdorf Bridge, along the canal, and through the Prater, Vienna's large park. Although preparatory artillery bombardment by the Soviets was heavy, the SS held their ground. During the day of the 11th, several concerted attacks were driven off, with heavy casualties on the Soviet side. The house-to-house fighting was brutal, and the Germans used the city sewers to their advantage to harass Soviet tanks. Eventually, however, deadly sniper fire, continued Red Army attacks, and the lack of tanks spelled the end for the defense of Vienna. "Das Reich" and other units began a fighting retreat towards the Floridsdorf Bridge on April 12.



PANZERS IN THE PARK

TEF1 #3

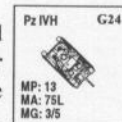
☩ GERMAN Sets Up First	1	2	3	4	5	6
★ SOVIET Moves First						



Panzergrenadiers of the 4th Panzer Division set up anywhere north of hexrow U:

1 4-6-7 6	1 2-4-7 6	9-1 6	8-1 6	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	Trench 2	Foxhole 2
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Panzers of 6th Company, 2nd Panzer Regiment, 2nd SS Panzer Division enter along the north edge on turn one:



2

[ELR: 2]
{SAN: 3}



Elements of the 1st Guards Mechanized Corps enter on south edge on turn one with the tanks having already expended half their MP allotment:

E 4-5-8 11	9-2 2	8-0 2	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	M4/76(a) R19 MP: 14 MA: 76L MG: 2/4/4 ROF: 1 3
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[ELR: 4]
{SAN: 3}

BOARD LAYOUT:



(only hexrows R-GG are playable)

HANDICAPPING PROVISIONS:

- ☩ Add an 8-1 AL to the force that enters on turn one.
- ★ One M4/76(a) may be gyrostabilized.
- ☞ Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. EC are moist, with no wind at start. Kindling is NA. All grain is open ground.
2. Place overlays as follows: **OG4** on CC10-DD9; **O2** on AA1-BB1; **O5** on BB7-BB8; **O1** on AA10; **Wd4** on Z6-Y7; **O3** on W2-W1; **Wd3** on W4-X3; **Wd1** on W10; **Wd2** on V4-V3; and **OG2** on S10-T9.
3. The Germans may utilize HIP for one HS and any SW/SMG stacked in the same Location with it.
4. Voluntary abandonment of mobile AFVs is NA.
5. Both sides may use H-t-H CC.

OBJECTIVES: The Russians win immediately if they Control building 35CC5.

VIENNA, AUSTRIA, 11 April 1945: With the remnants of the 2nd SS Panzer Division "Das Reich" holding out along the Danube Canal, the 4th Panzer Division took up positions along the flank, in the Prater, a large park. The grenadiers of the 4th were a formation that no longer had any tanks. They were now supported by the last eight Panzers from the 6th Company of Das Reich's panzer regiment, dug in throughout the park. There they waited. Soviet troops, looking for a way to the Danube River attacked all along the German perimeter on the 11th, including an attack in the Prater. With the help of tanks from "Das Reich", the infantry of the 4th Panzer Division was able to hold its ground in the Prater during the 11th, although one of the few remaining German tanks was destroyed. Due to Soviet pressure all along the German perimeter and with the 2nd Ukrainian Front bearing down on the city from the northeast, the positions in the park were abandoned on April 12th. "Das Reich" covered the 4th Pz Division's retreat across the Floridsdorf Bridge, and then soon began a withdrawal of its own across the Danube.



SQUEEZE PLAY

TEF1 #4

GERMAN Sets Up First	1	2	3	4	5	6	7
SOVIET Moves First							



Elements of the Panzer Recon Battalion, 2nd SS Panzer Division "Das Reich" set up on board 13 in hexes numbered ≤ 4 and anywhere on board 12:

E 2-3-8 8	9-2 2	8-0 2	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	? 7 morale 6	SPW 250/8 G60 MP: 17 MA: 75" ROF: 2 MG: -/4" 2	SPW 250/7 G59 MP: 16 MA: 81" ROF: 2 MG: -/43" 2	SPW 250/9 G61 MP: 16 MA: 20L ROF: 2 MG: -/57" 2
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[ELR: 5]
{SAN: 3}

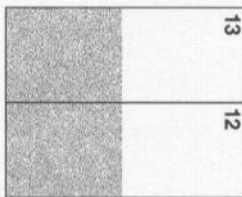


Lead elements of the 46th Army, 2nd Ukrainian Front enter on/after turn one along the north edge:

1 4-4-7 10	8-1 2	7-0 2	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	Cnct: 6/7/8 Radio	T-70 R5 MP: 14 MA: 45L MG: -/2 2	SU 76-M R30 MP: 16 MA: 76L ROF: 1 2
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[ELR: 4]
{SAN: 2}

BOARD LAYOUT:



(only hexrows R-GG are playable)



HANDICAPPING PROVISIONS:

- Replace both 250/8 HTs with 251/9 HTs.
- Add a BA-64B AC to the Soviet OOB.
- Any mutually agreed-upon change to the scenario.

SPECIAL RULES:

1. EC are moist with no wind at start. Kindling is NA.
2. The Soviets receive one module of 82mm Battalion Mortar OBA (Smoke and HE) with one Pre-Registered hex and Plentiful Ammunition.
3. The mortars of the SPW 250/7 HTs may not be set up dismounted.
4. The Germans may set up one HS and any SW/SMC stacked with it HIP.
5. Voluntary abandonment of mobile AFVs is NA by the Russians.
6. Both sides may use H-t-H CC.
7. All German units are SS.

OBJECTIVES: The Soviets must Controls building 12U5 at Game End.

VIENNA, AUSTRIA, 13 April 1945: While the rest of the 2nd SS Panzer Division was in a fighting retreat from the Danube canal, the armored recon battalion was sent across the Floridsdorf Bridge to help delay the advance of the 2nd Ukrainian Front, which was driving on the city from the northeast. As it arrived to take up positions, the Soviets were already advancing. The German units north of the Danube, including Das Reich's armored reconnaissance battalion, slowed 46th Army down as much as it could, allowing the units still inside Vienna a chance to escape the burning city. When the division retreated further westward to Melk it was in a shambles, as was the city of Vienna.

















PANZER PIONIERERS

TEF1 #5




★ SOVIET Sets Up First	1	2	3	4	5	6	7	8	9
★ SOVIET Moves First									



Company 'C' 59th Panzer Pionier Battalion enter on turn one along the west edge:



 E 8-3-8 8	 9-2 2	 8-1 2	 8-0 2	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 1 Rng: 12 ATR	 FP: 24 PP: 1 FT	 FP: 30 Rng: 1 DC	 9-2	 8-1	 Pz IF G3	 Pz IF (F) G4
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Enter on turn one or later along the west edge as per SR #3:

 Pz 38(1A) G7 MP: 15 MA: 37L ROF: 1 MG: 4/4	 Opel Blitz G96 MP: 28 PP: 21 TH# 7	 Buessing NAG MP: 24 PP: 29 TH# 2
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 8-0	 Kfz 1 G94 Cnct: 8 Radio MP: 30 AAMG: -/3 ROF: 1
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
[ELR: 5]
{SAN: 4}

Remnants of Operational Group Luga set up and/or enter as follows:








Set up unconcealed (EXC: Gun may use HIP) east of hexrow Q on boards 19 and 5 (see SR #4):

Enter on turn one along the north edge of board 5 on/east of hexrow I:















 1 4-4-7 3	 2-2-8 2	 9-1 2	 FP: 6 Rng: 12 ROF: 3 HMG	 45mm PTP obr. 32 R7 MA: 45L ROF: 3 MH: 11 AT
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Enter on turn three along the east edge board 44:

 1 4-4-7 4	 c 4-2-6 12	 2-2-8 2	 9-0	 7-0	 FP: 2 Rng: 6 ROF: 1 BF: 11 LMG	 MA: 50 ROF: 3 Rng: 3-20 MTR
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Enter on turn four along the north edge on/between hexrow Y on both boards 5 and 42:

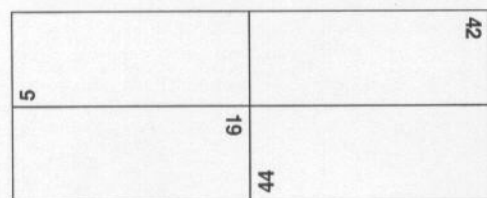
 1 5-2-7 6	 c 4-2-6 12	 2-2-8 3	 9-0	 6+1	 FP: 2 Rng: 6 ROF: 1 BF: 11 LMG	 FP: 1 Rng: 12 ATR	 PTP obr 30 R6 MA: 37L ROF: 3 MH: 12 AT	 82mm BM obr. 37 MA: 82 Rng: 3-78 ROF: 3 SA: s8	 Wagon MP: 8 PP: 5 Cap: 15	 GAZ-MM R47 MP: 25 PP: 21 T: 8	 KV-1 M39 R22 MP: 12 MA: 76 MG: 2/4 R2
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[ELR: 2]
{SAN: 4}

HANDICAPPING PROVISIONS:

- ★ Replace all 37mm PTP obr 30 Guns with 45mm PTP obr 32.
- ✚ Armor leaders may act as observers for the OBA module.
- ↔ Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The Germans must Control ≥ 15 building Locations east of hexrow L on board 42 or earn ≥ 75 CVP (EXC: prisoners do not count double) at Game End.

KUROVITSY, SOVIET UNION, 29 AUGUST 1941: As Army Group North advanced on Leningrad the armored spearheads cut off numerous Red Army units. Many of them, spurred on by their commissars, were able to maintain a reasonable level of combat effectiveness, ambushing German supply columns and other supporting units. Such an ambush was sprung on the supply trains of the 8th Panzer Division. The survivors of this ambush were able to identify the location of the ambush and Company C of the 59th Panzer Pionier Abteilung under Lt. Schneider was dispatched to eliminate the Soviet stragglers and secure the 8th Panzer Division's supply line. Lt. Schneider's troops rolled forward and spotted an anti-tank gun and machine-gun nest near the burning trucks from the supply column. Russian infantry with more anti-tank guns were spotted massing in the woods near the road. Schneider ordered his attached rocket half-tracks to fire a salvo into the woods while the tanks charged into the sea of Russian infantry. The fire power of the 280mm rockets and the shock of enemy tanks in their midst caused the Soviet infantry to break and run, leaving many dead and a few dazed prisoners behind. Company C continued to advance along the road until they reached Kurovitsy. Here the engineers dismantled from their trucks and prepared an all-around defense and waited for a column from the advance guard of the 8th Panzer division to link up with them. A Soviet counter attack with truck-borne infantry supported by KV-1 tanks was beaten off with more salvos from the rocket launcher that knocked out one KV-1. The remaining infantry was defeated by the engineers in close quarters fighting. When this fighting died down the column from the 8th Panzer Division arrived and gave the exhausted engineers a well deserved rest.











THE BATTLE FOR PISINO










TEF1 #6

★ SOVIET Sets Up First	1	2	3	4	5	6	7	8
☒ GERMAN Moves First								













1st Company, SS-Kradschuetzen Battalion enter on turn one along the east edge:

 E 4-6-8 4	 E 2-4-8 3	 9-2	 8-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 1 Rng: 12 ATR	 FP: 30 Rng: 1 DC
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4th Machine-gun Company, SS-Kradschuetzen Battalion enter on turn one along the south edge:

 E 4-6-8 4	 E 2-4-8 2	 2-2-8 2	 9-1	 8-0	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 dm MTR 50 mm
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
2nd and 3rd Companies, SS-Kradschuetzen Batt. enter on turn four along the south and/or east edge:

 E 4-6-8 9	 E 2-4-8 5	 2-2-8	 10-2	 8-1	 8-0	 FP: 3 Rng: 8 ROF: 1 dm MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 1 Rng: 12 ATR	 FP: 30 Rng: 1 DC	 dm MTR 50 mm	 MP: 24 FP: 23 DRM: -1
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


Elements of 1st Panzer Division enter on turn five along the south edge:

 Pz IF G3
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Elements of the 357th Infantry Division set up in any building/fortification Location (see SR #3):

 E 4-5-8 4	 1 4-4-7 11	 2-2-8	 8-1	 8-0	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 FP: 1 Rng: 12 ATR
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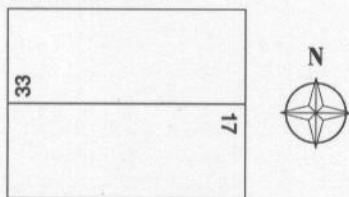
Reinforcing Elements of the 357th Infantry Division enter on turn three along the west edge of board 33 and/or along the north edge west of 33Q1:

 E 6-2-8 3	 E 4-5-8 2	 1 4-4-7 6	 2-2-8	 9-2	 8-0	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50" ROF: 3 Rng: 3-20 MTR	 FP: 1 Rng: 12 ATR	 MP: 6 PP: 15 T#7 Sledge	 MA: 76" ROF: 2 M#8 B#11 ART
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HANDICAPPING PROVISIONS:

- ★ Add 2 x 2-3-7 HS to the Soviet OOB.
- ☒ The Russian player has only 10 FP to spend.
- ☒ Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The Germans win at the end of any Game Turn in which they have earned more CVP and have earned 12 VP. Both sides earn CVP normally and the Germans 1 VP for each building Location Controlled.

SCENARIO RULES:

- EC are snow with no wind at start. Extreme Winter conditions are in effect. All buildings are wooden and have a ground level only. Kindling is NA. All orchard is open ground.
- H-t-H CC may be declared by either side. No Quarter is in effect. All Elite units are Stealthy. All German infantry are SS with A25.11 in effect. German 4-6-8/2-4-8 units have their Broken side ML increased by one.
- The Soviet player may spend 15 Fortification Points (FP) from the table below. Fortifications are set up normally. Boresighting is NA unless purchased.

Fortification	FP Cost
1S Foxhole	2
Roadblock	4
Fortified Building Location*	6
Concealment counter	1
Boresight HMG/MMG	2/1

*Tunnel NA

PISINO, SOVIET UNION, 21 JANUARY 1942: Unusually low temperatures during the winter of 1941/42 and Soviet reinforcements sapped the German drive on Moscow. An unexpected Soviet counter-offensive was launched in January 1942, smashing into the depleted German lines with the aim of seizing the city of Rzhev. German lines were quickly penetrated, prompting a crisis as an enemy column approached the supply stores of Army Group Center. General Model immediately sent the SS Division 'Reich' into the western flank of the Soviet advance. The forces met at the fortified village of Pisino, occupied by the Soviet 357th Infantry Division. The HQ of the *Kradschuetzen* Battalion of SS 'Reich' assigned the unit's 1st and 4th Companies to lead the attack on this vital village. In temperatures of -45° Celsius, the 1st struck from the east while the 4th Company struck the enemy from the south. Soviet reinforcements were deployed, throwing back the progress made by the SS soldiers and inflicting considerable losses. The reinforced 2nd and 3rd Companies were hurled into the fray, linking up with elements of 1st Company and jumping off into a new attack to support the shattered 4th Company. This new attack also faltered until five light tanks approached from the south, decisively adding their weight to the struggle and resulting in the German capture of Pisino. The cost had been high: 325 German casualties were taken by the *Kradschuetzen* Battalion; and 450 Soviet corpses littered the battlefield.



LAST LINE BEFORE OBOYAN

TEF1 #7

★ SOVIET Sets Up First	1	2	3	4	5	6
✚ GERMAN Moves First						



Elements of the Panzer Fusilier Regiment *Grossdeutschland* set up on board 17 and/or board 3 on/south of hexrow V:

E 4-6-8	9-2	8-1	8-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	Cnct: 8	Radio	G14 MP: 13 MA: 50L MG: 3/5 ROF: 2	G16 MP: 13 MA: 75* MG: 3/5	G17 MP: 13 MA: TF30 MG: 2/2 X#11
12	2					3						



Elements of 2nd Battalion, Panzer Regiment *Grossdeutschland* enter along the north, west or south edge on turn four (all on one edge):



[ELR: 5]
{SAN: 2}



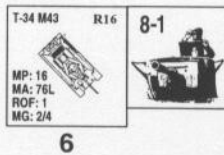
Elements of the 3rd Mechanized Corps set up on board 3 north of hexrow V:

E 6-2-8	2-2-8	9-1	8-1	7-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	Mine	AP	FP: 1 Rng: 12	R7 MA: 45L ROF: 3 M#: 11	Pillbox 1+3+5
9	3							2	16 factors		3	

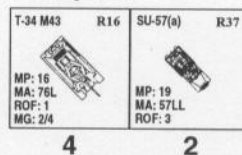
[ELR: 3]
{SAN: 4}

Reinforcements from 3rd Mechanized Corps may enter play as follows—The Soviet player may choose one group to enter as reinforcements along the east edge on turn three:

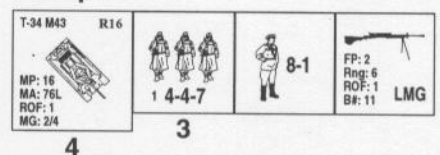
Group 1



Group 2



Group 3



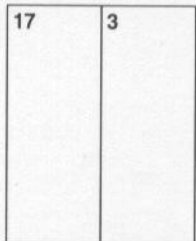
HANDICAPPING PROVISIONS:

- ★ Replace the Soviet 9-1 leader with a 9-2.
- ✚ Add a HMG to the German at-start OOB.
- ☞ Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

- EC are moderate with no wind at start.
- Place overlays as follows: TEF1 on W4-X4; TEF2 on F7-G7; and TEF3 on O9-P9.
- Each German leader may place infantry smoke (WP NA) once during the game. No dr is required.
- The Germans receive one module of 81mm Battalion Mortar OBA (HE & S) with Plentiful Ammunition.

BOARD LAYOUT:



OBJECTIVES: The Germans must Control seven buildings within the road net defined by 3U3-U5-S6-Q8-N6-N4-S2-U3 and earn ≥ 21 CVP by Game End.

DUBROVA, SOVIET UNION, 7 July 1943: Progress for Operation *Zitadelle* continued to be good for XLVIII Panzerkorps on July 7th. At dawn the grenadiers of the *Grossdeutschland* found themselves before the village of Dubrova. The village was promptly seized but misfortunes soon overtook the Germans. The Panthers of *Grossdeutschland*, suffering greatly during the Kursk offensive, stumbled into a large minefield, losing more tanks. Things looked grim from the German perspective, facing T-34 tanks of General Krivoshein's mechanized corps. Captain von Gottberg responded by ordering his 2nd Battalion, Panzer Regiment *Grossdeutschland* to restore the situation. From a ravine on the left wing the infantry battalion of the Panzer Fusilier Regiment leapt forward, joining the Tigers' attack on the main Soviet defensive line. Reports began to filter in to General Krivoshein, at his HQ in a small dip behind the front line: "The 3rd Company has lost all its officers". Or "Headquarters of 30th Brigade has received a direct hit. Most officers killed." General Krivoshein tried to halt the German attack with an immediate armored counter-attack with no success. They ran right into the sights of Count Strachwitz's Tigers and lost ten T-34s. With the loss of the T-34s, the bulk of the defending Soviet brigade fell back across the Pena River. The last line before Oboyan stood before the Germans ready for the taking.



OLIN'S SURPRISE

TEF1 #8

GERMAN Sets Up First	1	2	3	4	5	6
SOVIET Moves First						

Elements of a Kampfgruppe formed from SS-Panzer Regiment 5 set up anywhere (i.e., on both boards) west of hexes numbered 4 on board 17:

{SAN: 0}

9-1

8-1

Pz IVH G24
MP: 13
MA: 75L
MG: 3/5

Pz IIIH G16
MP: 13
MA: 75*
MG: 3/5

Stürmführer Olin's Panther Platoon from SS-Panzer Regiment 5 set up anywhere (i.e., on both boards) west of hexes numbered 4 on board 17 utilizing HIP:

8-1

9-2

Pz VG G27
MP: *15
MA: 75LL
MG: 3/5/2

4

Elements of the 5th Guards Tank Army enter along the east edge on turn one (see SR #2):

{SAN: 0}

8-1

T-34 M43 R16
MP: 16
MA: 76L
ROF: 1
MG: 2/4

T-34/85 R18
MP: 16
MA: 85L
MG: 2/4
ROF: 1

Elements of the 5th Guards Tank Army enter along the east edge on turn two (see SR #2):

T-34 M43 R16
MP: 16
MA: 76L
ROF: 1
MG: 2/4

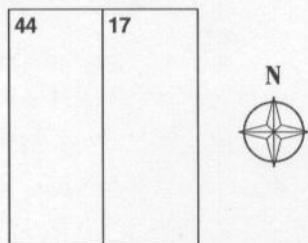
T-34/85 R18
MP: 16
MA: 85L
MG: 2/4
ROF: 1

9 3

HANDICAPPING PROVISIONS:

- Replace the Soviet 8-1 armor leader with a 9-2.
- Add a 9-1 armor leader to the German OOB.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The Soviets must exit ≥ 3 AFV along the west edge by Game End. The Germans must earn ≥ 80 CVP. Any other result is a Draw.

SCENARIO RULES:

1. EC are moderate with no wind at start.
2. All Soviet tanks must enter as platoons of 2-3 tanks each on turn one and may not Stop or exit Platoon Movement until a German unit fires. Use T-34 M40/41 counter to represent the additional T-34 M43 tanks.
3. A Panther tank must be the first German unit to fire. German tanks setting up in Concealment Terrain may fire MGs without losing Concealment, and when firing MA only lose Concealment as if they were Guns (A12.34). Concealment loss for other activities (e.g., movements, TCA change, etc.) is unaffected. Note the German Special Ammunition numbers are increased by +1 for SS. Boresighting is allowed.
4. German tanks eligible to set up Hull Down may do so automatically. HD tanks and those set up behind a wall/hedge may set up HIP and use SR #3 if no enemy units are on the same level with no wall/hedge hexside hindrance along their LOS.

Note: If you do not own board 44, substitute board 4 in its place.

Near NOVE-KOSZARY, SOVIET UNION, 6 July 1944: When the Wiking Panzer Grenadier Division was pulled out of the lines to re-form as a Panzer Division, its Panzer regiment, less one battalion, was assigned to LVI Panzerkorps. By the end of June 1944 it was standing by east of Kovel as the attack reserve and was preparing to take part in a counter-attack by 4th Panzer, 26th and 342nd Infantry Divisions. German intelligence indicated the Soviets would launch a powerful offensive with tank forces along the Kovel-Lublin rail line. Reconnaissance revealed the marshes in the area were drying up, making this approach far from 'tank-proof' terrain. Convinced of the accuracy of this assessment, Obersturmbanführer Mühlenkamp moved his Panzers into covered positions in the area around Maciejow with the aim of defeating an enemy tank attack north of the Kovel-Lublin rail line. Before his units could deploy as planned, the Soviets launched a surprise attack with 17 tanks and mounted infantry. The oncoming Soviet tankers were themselves surprised, losing out three T-34s in quick succession. The enemy thrust, obviously an armed reconnaissance, was beaten back, allowing the bulk of the Kampfgruppe to change positions in preparation for the expected Soviet offensive. The redeployment could not have come too soon. The following day a dust-shrouded 'steel armada' appeared over the horizon as the Soviets launched a massive attack on an east-west axis with several hundred tanks. The companies of Wiking stood ready in their well-camouflaged positions, ready to bring concentrated fire to bear. Detached from the main units was Obersturmführer Olin, the daring Finnish officer who had not returned home with his comrades of the Finnish Battalion. Olin was assigned to fire first and draw the enemy's attention. He coolly let 10 enemy tanks drive past before knocking out the first, the last and eventually the entire column. The entire German line soon opened fire, engaging some 103 Soviet tanks. Intelligence later confirmed the goal of the enemy thrust was the important rail bridge over the Bug at Luboml. Soviet aims of establishing a bridgehead over the Bug were frustrated by the Wiking Panzers. For a time.



Total East Front Pack 1

